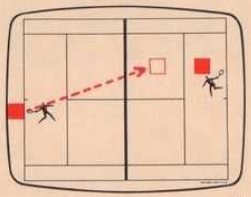
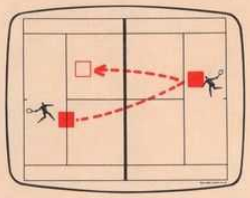


C



D

E

(Illus. C). For a Serve to be good, the ball *must* land in the service box. The SERVER has two tries. If he fails in both, he loses the point.

(Illus. D). If the serve is good, the ball is in play until it is missed by one of the players. The players may move anywhere on their side of the net *after* the ball has been served.

(Illus. E). The next serve is from the LEFT side of the court. After a point is made, the ball must be brought to the SERVER'S side (use Reset Button). The service position always begins from the right side of the player's baseline and alternates from the right to the left side of the court after each point. At the end of the first game, the other player becomes the SERVER for the second game. The players continue to alternate serving until one player wins the "Set."

SCORING

GAME . . . the SERVER is always the scorekeeper and should announce the score after each point. Scoring in tennis is as follows:

LOVE = 0 SCORE
15 = 1 POINT
30 = 2 POINTS
40 = 3 POINTS
GAME = 4 POINTS

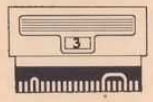
EXAMPLE: Player 1 serves and scores a point. He announces the score "15-LOVE." He always announces his score first. On the next serve his opponent scores a point. The announcement is "15-ALL". Scoring continues until one player is awarded GAME. GAME is awarded only when a player wins by two points, such as "GAME-30." If the score is "40-All," play must continue until one player scores two straight points.

SET . . . The first player to win six games wins the "SET," but he must win by a margin of at least two games over his opponent.

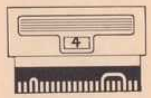
MATCH . . . The first player to win 2 out of 3 SETS, wins the MATCH.

FOOTBALL ...all the pro action! Play your strategy! Pass! Run! Kick! Touchdown!

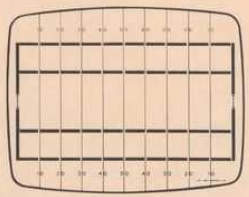
GAME AIDS



GAME CARD #3 (For Passing and Kicking Plays)



GAME CARD #4 (For Running Plays)



GAME OVERLAY

GAME BOARD FIELD

ODYSSEY STADIUM SCOREBOARD

1 ROLL OF FROSTED TAPE

FOOTBALL TOKEN

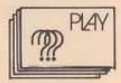
YARDAGE MARKER

"PASS" DECK (20 CARDS)

"RUN" DECK (20 CARDS)

"KICK OFF" DECK (10 CARDS)

"PUNT" DECK (10 CARDS)



TWO "PLAY" DECKS: 3 CARDS TO EACH DECK CONTAINING . . .

1 PASS CARD
1 RUN CARD
1 PUNT CARD

A QUICK REVIEW OF FOOTBALL FUNDAMENTALS

The ball is kicked from the KICKER'S 40 yard line. When a member of the OFFENSIVE team gets possession of the ball, he runs it back. The ball is "downed" at the point where the carrier's forward motion is stopped.

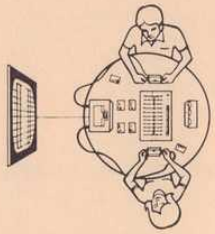
The OFFENSIVE team gains yardage by passing, running, kicking and by penalties against the DEFENSE.

The OFFENSIVE team loses the ball if they fail to advance 10 yards in 4 downs, on a fumble which the DEFENSE recovers, on a pass interception and when a touchdown is scored.

SCORING:

Touchdown: . . . . . 6 Points
Kick after T.D. . . . . 1 Point
Field Goal: . . . . . 3 Points
Safety:* . . . . . 2 Points

*(When the ball is downed behind the OFFENSIVE team's goal on a running play, the DEFENSIVE team scores and is also the RECEIVER of the next kickoff.)



SET UP

1. Insert GAME CARD #3 into the Master Control Unit.
2. Turn the SPEED control to slowest setting.
3. Place the FOOTBALL Overlay on the screen.
4. Set up the GAME AIDS as illustrated and shuffle each deck of cards.

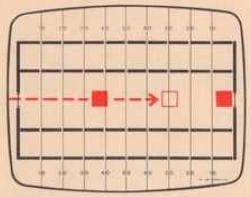
PLAY

The players flip a coin. The winner of the toss may:

A. Elect to kick or receive. Or—

B. Choose the goal he wishes to defend.

The opponent elects the remaining option.



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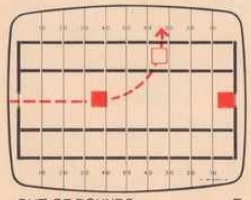
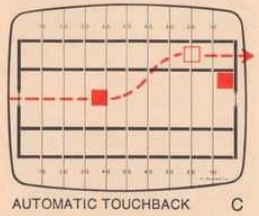
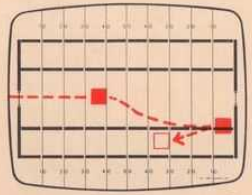


OUT OF BOUNDS B



AUTOMATIC TOUCHBACK C



RECEIVER IS ENTITLED TO RUNBACK D

THE KICKOFF!

(Illust. A). The team kicking off is positioned on its 40 yard line. The RECEIVER is positioned between the 0 and 10 yard lines.

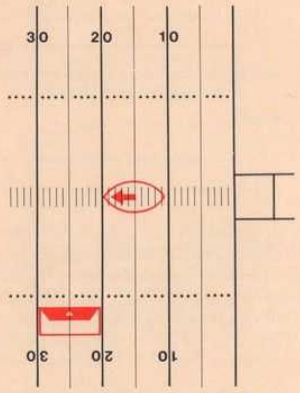
Each player turns his ENGLISH Control to the upright center position. The ball must be on the OFFENSIVE player's side of the field (use the Reset Button).

The ball is kicked when the OFFENSIVE player presses his Reset Button. He uses his ENGLISH Control to maneuver the ball past the RECEIVER. Using his VERTICAL Control only, the RECEIVER trys to catch the ball; the ball will bounce off the RECEIVER—thus signifying a "catch". However, the RECEIVER cannot move *until* the ball passes the KICKER'S 40 yard line.

(Illust. B). If the ball goes out of bounds (top or bottom of the screen), it is kicked again from five yards further back. (The ball is then kicked on the KICKER'S 35 yard line.)

(Illust. C). If the RECEIVER misses the ball and the kick goes into the end zone, it is an AUTOMATIC TOUCHBACK. The ball is then placed on the RECEIVER'S 20 yd. line and it's "FIRST AND TEN."

(Illust. D). If the RECEIVER catches the ball (the light bounces off of the player), the action on the overlay stops and play is continued on the Game Board. The RECEIVER is entitled to a "runback," but first, the KICKER picks a card from the top of the Kickoff Deck to determine the kick yardage.



E

FOOTBALL TOKEN IS ON 20 YD. LINE. YARDAGE MARKER SHOWS YDS. NEEDED IN ORDER TO GAIN A "1ST DOWN."

WIND FACTOR:

The KICKER rolls the dice and determines the wind effect from the "computator" on the Game Board playing field (kickoff/wind). Find the dice total by reading the white numbers across (dice total), then reading down the Play Column, to find the "kickoff/wind" yardage—penalty or bonus. If the wind is *behind* the KICKER, the yardage is *added*—if kicking *into* the wind, it's *subtracted.* (The wind is always in a constant westerly direction, as indicated on the Game Board compass.)

(Illust. E). The location of the ball is marked with the Football Token on the Game Board. *The Score Board is maintained throughout the game (touchdowns, downs, quarter, etc.).*

THE RUNBACK!

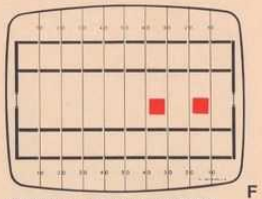
When the RECEIVER catches the ball, he rolls the dice and reads his yardage from the "kickoff runback" column of the computator. An "X" indicates a breakaway run. (The runner rolls the dice again and multiplies the total by 5 to determine the yardage he gained.) The Football Token is then moved on the Game Board Field to indicate its new position.

PLAY SELECTION!

After the token is moved to mark the ball's position, OFFENSIVE player decides on his next play. He places one of his three "play" cards face down on the table. The DEFENSE tries to outguess him and places one of his "play" cards face down. The players turn up their play cards simultaneously. If the DEFENSE has correctly guessed the OFFENSIVE strategy, it will have a profound effect on the outcome of the play! (This is explained on page 16)

ACTIVATING THE PLAY!

The OFFENSE puts the appropriate Game Card into the Master Control Unit. (Game Card #3 for passing, kicking or punting; Game Card #4 for running.) After each play has been noted on the Game Board, the OFFENSE positions his light on the overlay in the same place as the Football Token. The DEFENSE takes his position one light square away.



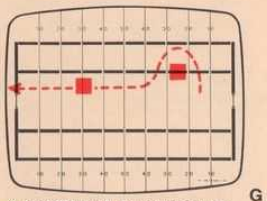
PLAYERS ARE IN FORMATION. OFFENSE IS ON 20 YD. LINE READY TO ACTIVATE "RUN" PLAY. F

THE RUNNING PLAY! (Game Card #4)

(Illust. F.) The OFFENSE positions his player on the line of scrimmage. The DEFENSE positions himself one light square away, as illustrated.

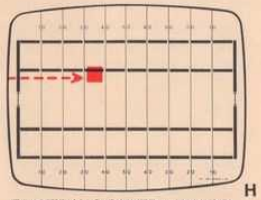
Each player takes his hand off his HORIZONTAL Control and keeps it on the table, but may maneuver his VERTICAL Control as the signals are called.

The OFFENSE calls the signals—three to five 1 or 2 digit numbers (32! 64! 76! Hike!) on "hike," each player races his hand to his HORIZONTAL Control.



A SUCCESSFUL RUNNING PLAY G

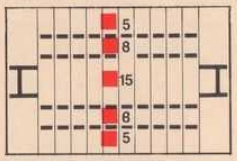
(Illust. G). The OFFENSIVE player tries to maneuver the ball past his opponent. The OFFENSIVE player may not go off the top or the bottom of the screen, or he is out-of-bounds and suffers a five yard penalty.



PLAYER HAS GAINED 15 YARDS BASED ON CARD SHOWN BELOW. H

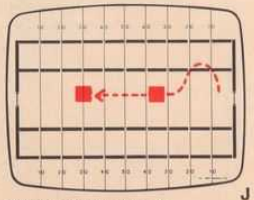
If the OFFENSIVE player outmaneuvers his opponent and passes through the goal side of the screen, the play is *successful*. The OFFENSIVE player brings his player back "on" screen by using only his HORIZONTAL Control. **(H).** Play is stopped on the game overlay and resumes on the Game Board. The OFFENSIVE player then takes a card from the Run Deck to determine the yardage gained. **(I).** If his player is touching a HORIZONTAL line, he gets the greater yardage indicated on the Run Card. The football token is moved to indicate the gain.

If a "breakaway" run card is picked, the OFFENSE rolls the dice and multiplies the number by 5 to determine the yardage gained.



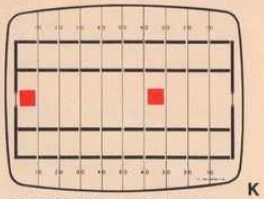
RUN CARD SHOWS YARDS GAINED ON SUCCESSFUL RUN PLAY. I

If the OFFENSIVE player is unsuccessful in trying to outmaneuver his opponent, one of the players will vanish from the screen, thus signaling that body contact has been made. **(Illust. J).** Play is stopped on the game overlay. There is no yardage gained and **if the DEFENSE did not guess the OFFENSE'S play,** there is no penalty.



OFFENSE IS CAUGHT IN UNSUCCESSFUL RUN PLAY. J

Important—however, **IF the DEFENSE guessed the OFFENSE'S strategy,** he rolls the dice to determine the penalty against the OFFENSE team. The results are read from the "run row" of the computator. The football token is moved to indicate the penalty. An "X" in the computator Run Row indicates a fumble with the DEFENSE recovering.



PLAYERS ARE IN FORMATION. OFFENSE IS ON 35 YD. LINE READY TO ACTIVATE "PASS" PLAY IN THIS EXAMPLE. K

THE PASSING PLAY! (Game Card #3)

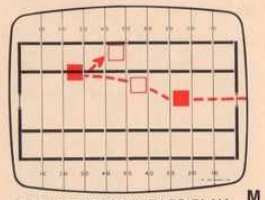
(Illust. K). The OFFENSE positions his team on the line of scrimmage. The DEFENSE drops back to the segment between 0 and 10 yards. The OFFENSE calls signals and, at "hike!" presses his RESET Button to throw the pass.

The OFFENSIVE player uses his ENGLISH Control to maneuver the ball past the DEFENSE. If the ball goes off the top or the bottom of the screen, the pass is incomplete. The OFFENSE begins the next down. The ball *MUST* go off the goal side of the screen to be a completed pass! **(Illust. L).**

A SUCCESSFUL PASS PLAY. L

If the pass is completed, the OFFENSIVE player picks from the Pass Deck to determine the yardage gained. If a "bomb" card is picked, the OFFENSE rolls the dice and multiplies by five to find the yardage gained. The football token is moved to indicate the gain.

If the ball bounces off the DEFENSIVE player, the pass is incomplete; **(Illust. M)** and if the DEFENSE *did not* guess the play, the pass is simply incomplete. *There is no penalty.*



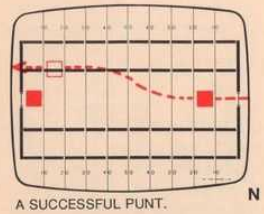
AN UNSUCCESSFUL PASS PLAY. M

However, IF the DEFENSE did guess the play, the DEFENSIVE player rolls the dice to determine the penalty against the OFFENSIVE team. He reads the result in the "pass row" of the computator. An "X" in the "pass row" indicates an interception. The Football Token is moved to indicate the penalty.

THE PUNT! (Game Card #3)

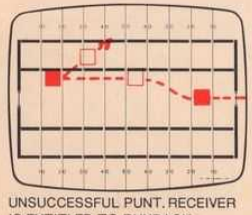
The OFFENSE is on the line of scrimmage. The DEFENSE is between the 0 and 10 yard lines.

The OFFENSE calls signals. At "hike!" he presses his RESET Button to make the punt. Using his ENGLISH Control, he tries to maneuver the ball past the RECEIVER. **(Illust. N).**



A SUCCESSFUL PUNT. N

If the punt goes past the RECEIVER and off the screen, there is no runback. The KICKER then picks from the Punt Deck to determine the yardage. Then the dice are rolled and the wind effect is read from the computator (punt/wind)



UNSUCCESSFUL PUNT. RECEIVER IS ENTITLED TO RUNBACK. O

If the punt is caught by the RECEIVER, he runs it back. (The ball will bounce off the RECEIVER, thus signifying a "catch.") **(Illust. O).** Play is stopped on the overlay and resumes on the Game Board.

The RECEIVER rolls the dice and reads the result in the "punt runback" row of the computator. An "X" in the "punt runback" row indicates a "breakaway." The RECEIVER again rolls the dice and multiplies the dice total by 5 to determine his total yardage gained. The Football Token is moved on the Game Board to indicate the new position.

THE FIELD GOAL:

A player can declare and try for a field goal if he is within the yardage range indicated on the computator chart (the DEFENSE'S 0 to 50 yd. line). He merely rolls the dice and reads from the correct yardage row to determine the results:

"+" **is a successful field goal.** The team gets 3 points and there is a new kickoff.

"0" is an unsuccessful field goal. The opposition takes over on their own 20 yard line.

PENALTIES:

Offsides: If a player crosses the line of scrimmage before the ball is ("hiked"). **5 yards.**

Illegal Procedure: If a player activates a play without using the correct game card. **5 yards.**

GAME:

The game is divided into four quarters; each quarter has 20 plays. Players switch ball and field positions after each quarter. Reshuffle Pass, Run, Punt and Kick Decks at the start of each quarter.

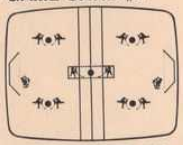
THE CLOSING MINUTES!

During the last four plays of each half, if the OFFENSE is inside the DEFENSE'S 40 yard line, he can declare and throw a "bomb." He inserts Game Card #3 and follows the instructions outlined for the PASSING PLAY. If he is successful, he rolls the dice and multiplies by 5 to determine the yardage gained. If his attempt is unsuccessful, the ball is automatically intercepted and his opponent gets a breakaway runback and merely rolls the dice and multiplies by 5 to determine his yardage. In either case, the change in position is noted on the Game Board and play is resumed.

HOCKEY ... go for the cup in Odyssey Stadium as you face-off, maneuver the puck and dig for the net!

GAME AIDS:

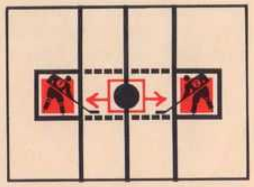
GAME CARD #3



GAME OVERLAY

ODYSSEY STADIUM SCOREBOARD

FROSTED TAPE



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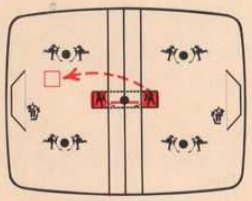

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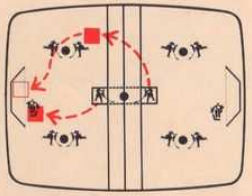
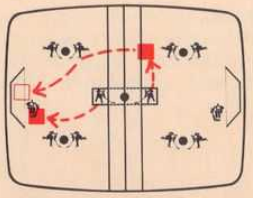


GOAL COUNTS C



GOAL DOES NOT COUNT. PLAYERS MUST "FACE-OFF" D

SET UP

1. Insert GAME CARD #3 into the Master Control Unit.
2. Turn the SPEED control to the slowest setting.
3. Place the HOCKEY Overlay on the screen.
4. Each player sets his ENGLISH control to the upright center position.
5. **(Illust. A).** Players move their lights into the center positions for the Face-Off.
6. Press the Reset Button to activate the "PUCK." It should move back and forth between the centers. Some slight ENGLISH adjustment may be necessary to accomplish this. Gradually increase the speed of the puck as you become more proficient in playing HOCKEY.

PLAY

Play begins with a Face-Off at center ice.

FACE-OFF: Both players start with their hands off the controls and placed on the table, floor or lap.

On the count of three, race your hands to your Player Control Unit and use your ENGLISH control to try to drive the "PUCK" past your opponent. **(Illust. B).** (Players alternate counting for each FACE-OFF.)

SHOT ON GOAL: (Illust. C and D). The offense must cross the red line, into his opponent's territory, *before* making a SHOT ON GOAL that will count, otherwise, the goal does not count. A new Face-Off is made from center ice. Also, after each GOAL is made, there is a new center Face-Off.